```cpp
1  #pragma once
2
3  #include <iostream>
4  #include <set>
5  #include <string>
6  #include <fstream>
7  #include <iterator>
8
9  using namespace std;
10
11  class Utility
12  {
13  public:
14      static set<int> WriteHighScore(int score)
15      {
16          // see if file exists and read values
17
18          string fileName = "highscores.txt";
19          ifstream highScoreFile(fileName);
20          istream_iterator<int> start(highScoreFile), end;
21          set<int> highscores(start, end);
22          highScoreFile.close();
23
24          // if its empty, populate and save it.
25
26          if (highscores.size() == 0)
27          {
28              highscores.insert(100);
29              highscores.insert(50);
30              highscores.insert(20);
31              highscores.insert(10);
32              highscores.insert(5);
33
34              ofstream outFile(fileName);
35              ostream_iterator<int> output_iterator(outFile, "\n");
36              copy(highscores.begin(), highscores.end(), output_iterator);
37              outFile.close();
38          }
39
40          // write score
41
42          highscores.insert(score);
43
44          // remove lowest score
45
46          highscores.erase(highscores.begin());
47
48          // write the highscores.
49          ofstream outFile(fileName);
50          ostream_iterator<int> output_iterator(outFile, "\n");
51          copy(highscores.begin(), highscores.end(), output_iterator);
52          outFile.close();
53
```

```
54            return highscores;
55        }
56
57
58  };
```